AMENDMENTS TO THE CLAIMS

This lising of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

Claims 1-17 (canceled).

18. (Currently Amended) A method of operating a gaming device, the method comprising:

receiving from a remote device encrypted executable code for a plurality of games, the encrypted executable code including [[a]] first game code necessary to operate a game on the gaming device in a first jurisdiction, the first game code encrypted with a first key associated with the first jurisdiction, ~~that is valid for execution in the venue in which the gaming device is located and is approved for execution on the gaming device~~ and [[a]] second game code necessary to operate a game on the gaming device in a second jurisdiction, the second game code encrypted with a second key associated with the second jurisdiction, the second game code not recoverable with the first key and the first game code not recoverable with the second key ~~that is invalid for execution in the venue in which the gaming device is located and is approved for execution on the gaming device~~, wherein the first game code includes a first set of operating data including [[for]] at least one of first audio data or first video data for generating the [[first]] game on the gaming device in the first jurisdiction, ~~and the first set of operating data is encrypted with a first private key,~~ and wherein the second game code includes a second set of operating data including [[for]] at least one of second audio data or second video data for generating the ~~second~~ game on the gaming device in the second jurisdiction~~, and the second set of operating data is encrypted with a second private key~~;

storing on the gaming device the ~~encrypted executable code for the plurality of games~~ first game code, including the first set of operating data, encrypted with the first key ~~for the first game~~, and the second game code, including the second set of operating data, encrypted with the second key ~~for the second game~~;

receiving, by the gaming device from the remote device ~~only the first~~ a private key associated with a local jurisdiction in which the gaming device is located, ~~in order to prevent execution of the second game on the gaming device~~;

wherein when the private key is the first key, and the local jurisdiction is the first jurisdiction, decrypting by the gaming device the first game code according to the first key to recover the first game code and the first set of operating data as decrypted first game code and a decrypted first set of operating data, respectively;

wherein when the private key is the second key, and the local jurisdiction is the second jurisdiction, decrypting by the gaming device the second game code according to the second key to recover the second game code and the second set of operating data as decrypted second game code and decrypted second set of operating data, respectively;

~~decrypting, by the gaming device, the first set of operating data according to the first private key selected to recover the first set of operating data;~~

sending, by the gaming device, information relating to the decrypted first or second game code ~~first set of operating data~~ to a remote device for authentication of the decrypted first or second game code ~~first set of operating data after decrypting the first set of operating data~~;

taking remedial action by the gaming device when the decrypted first or second game code ~~first set of operating data~~ is not authenticated by the remote device, wherein the remedial action includes not allowing the decrypted ~~first set of operating data~~ first or second game code to be executed by the gaming device;

storing the decrypted first or second game code ~~first set of operating data~~ on the gaming device when the decrypted first or second game code [[data]] is authenticated by the remote device; and

executing the [[first]] decrypted first or second game code on the gaming device ~~utilizing~~ using the decrypted first or second set of operating data when the decrypted first or second game code [[data]] is authenticated by the remote device.

19. (Currently Amended) The method in accordance with claim 18 comprising selecting a first secure access module in which the first ~~private~~ key is stored.

20. (Currently Amended) The method in accordance with claim 19 comprising using the first secure access module to decrypt the first or second game code ~~first set of operating data~~.

21. (Currently Amended) The method in accordance with claim 18 comprising storing the decrypted first or second game code ~~first set of operating data~~ at the gaming device.

22. (Currently Amended) A gaming device comprising:

a memory device for storing executable code for a plurality of games, the encrypted executable code including encrypted first game code necessary to operate a game on the gaming device in a first jurisdiction, the encrypted first game code encrypted with a first key associated with the first jurisdiction, ~~that is valid for execution in the venue in which the gaming device is located and is approved for execution on the gaming device~~ and [[a]] encrypted second game code necessary to operate a game on the gaming device in a second jurisdiction, the encrypted second game code encrypted with a second key associated with the

second jurisdiction, the encrypted second game code not decryptable with the first key and the encrypted first game code not decryptable with the second key ~~that is invalid for execution in the venue in which the gaming device is located and is approved for execution on the gaming device, each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for the first game comprising at least one of first audio data or first video data for generating the first game reversibly encrypted with a first private key and a second set of operating data for the second game comprising at least one of second audio data or second video data for generating the second game reversibly encrypted with a second private key;~~

wherein the encrypted first game code includes a first set of operating data including at least one of first audio data or first video data for generating a game on the gaming device in the first jurisdiction, and the encrypted second game code includes a second set of operating data including at least one of second audio data or second video data for generating a game on the gaming device in the second jurisdiction;

a secure access module including the first or second ~~private~~ key stored therein, the secure access module capable of decrypting the encrypted first game code ~~set of operating data~~ according to the first ~~private~~ key when the first key is stored therein and the local jurisdiction is the first jurisdiction, to recover decrypted first game code,

the secure access module further capable of decrypting the encrypted second game code according to the second key when the second key is stored therein and the local jurisdiction is the second jurisdiction, to recover decrypted second game code,

~~wherein only the first private key is provided on the gaming device to prevent execution of the second game on the gaming device~~;

a programmable memory for storing the decrypted first or second game code ~~first set of operating data~~;

a controller operable to: a) send information relating to the decrypted first or second game code ~~first set of operating data~~ to a remote device to authenticate the decrypted first or second game code ~~first set of operating data after the secure access module has decrypted the first set of operating data~~; b) take remedial action when the decrypted first or second game code ~~first set of operating data~~ is not authenticated by the remote device; and c) use the decrypted first or second game code, including the first or second set of operating data, ~~first set of operating data~~ during the operation of the gaming device to generate a [[the]] [[first]] game;

a first input mechanism coupled to the controller for receiving an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller for making a bet on an outcome of the [[first]] game using the credits; and

a display mechanism for displaying the outcome of the [[first]] game.

23. (Cancelled)

24. (Previously Presented) The gaming device in accordance with claim 22 wherein the controller includes a processor in communication with the programmable memory.

25. (Previously Presented) The gaming device in accordance with claim 22 wherein the programmable memory comprises RAM.

26. (Previously Presented) The gaming device in accordance with claim 22 including a communications link associated with the controller permitting the first set of operating data and the second set of operating data to be transmitted to the gaming device from a remote location.

27. (Cancelled)

28. (Currently Amended) The gaming device of claim 22, wherein the remedial action is to erase one of the first or second private key or the first or second set of operating data stored on the gaming device.

29. (Currently Amended) The gaming device of claim 22, wherein the information relating to the decrypted first or second game code ~~set of operating data~~ sent to the remote device is a signature calculated from the decrypted first or second game code ~~decrypted first set of operating data~~.

30. (Currently Amended) The gaming device of claim 22, wherein the information relating to the decrypted first or second game code ~~set of operating data~~ sent to the remote device is a portion of the decrypted first or second game code ~~first set of operating data~~.

31. (Cancelled)

32. (Currently Amended) The method of claim 18, wherein the remedial action is to erase one of the first or second ~~private~~ key or the decrypted first or second game code ~~first set of operating data~~ stored on the gaming device.

33. (Currently Amended) The method of claim 18, wherein the information relating to the decrypted first or second game code ~~set of operating data~~ sent to the remote device is a signature calculated from the decrypted first or second game code ~~first set of operating data~~.

34. (Currently Amended) The method of claim 18, wherein the information relating to the decrypted first or second game code ~~first set of operating data~~ sent to the remote device is a portion of the decrypted first or second game code ~~first set of operating data~~.

35. (Currently Amended) A gaming system comprising:

a gaming device comprising:

a memory device ~~for storing~~ configured to store executable code for a plurality of games, the encrypted executable code including encrypted first game code necessary to operate a game on the gaming device in a first jurisdiction, the encrypted first game code encrypted with a first key associated with the first jurisdiction, ~~that is valid for execution in the venue in which the gaming device is located and is approved for execution on the gaming device~~ and [[a]] encrypted second game code necessary to operate a game on the gaming device in a second jurisdiction, the encrypted second game code encrypted with a second key associated with the second jurisdiction, the encrypted second game code not decryptable with the first key and the encrypted first game code not decryptable with the second key ~~that is invalid for execution in the venue in which the gaming device is located and is approved for execution on the gaming device, each of the plurality of games stored in an encrypted format wherein the plurality of games comprise at least a first set of operating data for generating the first game reversibly encrypted with a first private key and a second set of operating data for generating the second game reversibly encrypted with a second private key;~~

wherein the encrypted first game code includes a first set of operating data including at least one of first audio data or first video data for generating the game on the gaming device in the first jurisdiction, and the encrypted second game code includes a second set of operating data including at least one of second audio data or second video data for generating a game on the gaming device in the second jurisdiction;

a secure access module including the first or second ~~private~~ key stored therein, the secure access module capable of decrypting the first encrypted first game code ~~set of operating data~~ according to the first ~~private~~ key when the first key is stored therein and the local jurisdiction is the first jurisdiction**,** to recover decrypted first game code,

the secure access module further capable of decrypting the encrypted second game code according to the second key when the second key is stored therein and the local jurisdiction is the second jurisdiction, to recover decrypted second game code,

~~wherein only the first private key is provided on the gaming device to prevent execution of the second game on the gaming device~~;

a programmable memory ~~for storing~~ configured to store the decrypted first or second game code ~~first set of operating data~~;

a controller operable to: a) send information relating to the decrypted first or second game code ~~first set of operating data~~ to a remote device to authenticate the decrypted first or second game code ~~first set of operating data after the secure access module has decrypted the first set of operating data~~; b) take remedial action when the decrypted first or second game code ~~first set of operating data~~ is not authenticated by the remote device; and c) use the decrypted first or second game code, including the first or second set of operating data, ~~first set of operating data~~ during the operation of the gaming device to generate a [[the]] [[first]] game;

a first input mechanism coupled to the controller ~~for receiving~~ configured to receive an element of value for use as credits on the gaming device;

a second input mechanism coupled to the controller ~~for making~~ configured to make a bet on an outcome of the [[first]] game using the credits; and

a display mechanism ~~for displaying~~ configured to display the outcome of the [[first]] game;

the remote device operable a) to receive the information relating to the decrypted first or second game code; ~~first set of operating data,~~ b) to authenticate the decrypted first or second game code; ~~first set of operating data,~~ and c) send a message to the gaming device comprising information indicating whether the decrypted first or second game code ~~first set of operating data~~ is authentic; and

a communication link ~~for allowing~~ configured to allow the remote gaming device and the gaming device to communicate.

36. (Currently Amended) A computer readable medium including computer program code for executing executable code for a game on a gaming machine, [[said]] the computer readable medium comprising:

computer program code for ~~obtaining a first private key for decrypting a first~~ receiving from a remote device executable game code including first executable game code and second executable game code, wherein the first executable game code and [[a]] the second executable game code are stored in an encrypted format, the first executable game code being necessary to operate the game on the gaming machine ~~valid for execution~~ in [[the]] a first venue associated with a first key ~~in which the gaming machine is located and being approved for execution on the gaming machine~~ and the second executable game code being ~~invalid for execution~~ unnecessary to operate the game on the gaming machine in the first venue ~~in which the gaming machine is located and being approved for execution on the gaming machine~~, wherein the second executable game code is necessary to operate the game on the gaming machine in a second venue associated with a second key, the second game

code not recoverable with the first key and the first game code not recoverable with the second key;

computer program code for receiving from a remote device the first or second key associated with a local venue in which the gaming machine is located;

computer program code for using [[said]] the first ~~private~~ key to decrypt [[said]] the encrypted format of [[said]] the first executable game code ~~for a first game~~ when the local venue is the first venue, thereby generating [[a]] first decrypted executable game code ~~format for said the first executable code for said first game~~;

computer program code for using the second key to decrypt the encrypted format of the second executable game code when the local venue is the second venue, thereby generating second decrypted executable game code;

computer program code for sending information relating to ~~at least a portion of said~~ the first or second decrypted ~~format for said~~ executable game code to a gaming server for authentication of the first or second decrypted executable game code ~~said decrypted format for said executable code for said first game~~;

computer program code for allowing the first or second decrypted executable game code ~~said decrypted format for said the executable code for said first game~~ to be executed on [[said]] the gaming machine when [[said]] the gaming server authenticates the first or second decrypted executable game code ~~said decrypted format for said executable code for said first game~~; and

computer program code for not allowing the first or second decrypted executable game code ~~said decrypted format for said executable code for said first game~~ to be executed on [[said]] the gaming machine when [[said]] the gaming server does not successfully authenticate the first or second decrypted executable game code ~~said decrypted format for said executable code for said first game~~.

37. (Currently Amended) A method for controlling the execution of games by a gaming device, the method comprising:

determining which one of a plurality of encrypted blocks of game[[s]] code is to be executed by a gaming device, wherein the gaming device stores encrypted executable blocks of game code for ~~the plurality of~~ one or more games, the blocks including encrypted first game code that is necessary to operate a game on the gaming machine ~~valid for execution~~ in [[the]] a first venue ~~in which the gaming device is located and is approved for execution on the gaming device~~ and [[a]] encrypted second game code that is unnecessary to operate the game on the gaming machine ~~invalid for execution~~ in the first venue ~~in which the gaming device is located and is approved for execution on the gaming device~~ and necessary to operate a game on the gaming machine in a second venue,

wherein the encrypted first game code includes a first set of operating data for at least one of first audio data or first video data for generating the [[first]] game on the gaming device, and the encrypted first ~~set of operating data~~ game code is encrypted with a first ~~private~~ key associated with the first venue, and wherein the encrypted second game code includes a second set of operating data for at least one of second audio data or second video data for generating the ~~second~~ game on the gaming device, and the encrypted second game code ~~set of operating data~~ is encrypted with a second ~~private~~ key associated with the second venue, the encrypted second game code not decryptable with the first key and the first game code not decryptable with the second key;

sending to the gaming device [[only]] the first ~~private~~ key ~~in order to prevent execution of the second game on the gaming device based on the determining that the first game of the plurality of games is to be executed by a gaming device~~ when the gaming device is located in the first venue;

sending to the gaming device the second key when the gaming device is located in the second venue;

receiving from the gaming device information relating to [[the]] first or second decrypted game code ~~first set of operating data~~ after the gaming device has decrypted the encrypted first or second game code ~~set operating data~~ according to the first ~~private~~ key when the gaming device is located in the first venue or according to the second key when the gaming device is located in the second venue;

attempting to authenticate the information relating to the first or second decrypted game code ~~first set of operating data~~;

indicating to the gaming device to execute the first or second decrypted game code ~~first set of operating data~~ when the information relating to the first or second decrypted game code ~~first set of operating data~~ is authenticated; and

indicating to the gaming device not to execute the first or second decrypted game code ~~first set of operating data~~ when the information relating to the first or second decrypted game code ~~first set of operating data~~ is not authenticated.

38. (Currently Amended) A method as recited in claim 37, wherein [[said]] the method further comprises:

sending the gaming device encrypted executable code for a plurality of games including a first game and a second game.

39. (Previously Presented) A computer readable medium including computer program code for performing the method recited in claim 37.

40. (Currently Amended) A gaming server for controlling the execution of games by a gaming device, wherein the gaming server comprises: one or more processors configured for and/or capable of:

determining which one of a plurality of encrypted blocks of game[[s]] code is to be executed by a gaming device, wherein the gaming device stores encrypted executable blocks of game code for ~~the plurality of~~ one or more games, the blocks including first game code that is necessary to operate a game on the gaming machine ~~valid for execution~~ in [[the]] a first venue ~~in which the gaming device is located and is approved for execution on the gaming device~~ and [[a]] second game code that is unnecessary to operate the game on the gaming machine ~~invalid for execution~~ in the first venue ~~in which the gaming device is located and is approved for execution on the gaming device~~ and necessary to operate a game on the gaming machine in a second venue,

wherein the first game code includes a first set of operating data for at least one of first audio data or first video data for generating the [[first]] game on the gaming device in the first venue, and the first ~~set of operating data~~ game code is encrypted with a first ~~private~~ key associated with the first venue, and wherein the second game code includes a second set of operating data for at least one of second audio data or second video data for generating the ~~second~~ game on the gaming device in the second venue, and the second game code ~~set of operating data~~ is encrypted with a second ~~private~~ key associated with the second venue, the second game code not recoverable with the first key and the first game code not recoverable with the second key;

sending to the gaming device [[only]] the first ~~private~~ key ~~in order to prevent execution of the second game on the gaming device based on the determining that the first game of the plurality of games is to be executed by a gaming device~~ when the gaming device is located in the first venue, and [[;]]

sending to the gaming device the second key when the gaming device is located in the second venue;

receiving from the gaming device information relating to [[the]] decrypted game code ~~first set of operating data~~ after the gaming device has decrypted the first or second game code ~~set operating data~~ according to the first ~~private~~ key when the gaming device is located in the first venue or according to the second key when the gaming device is located in the second venue;

attempting to authenticate information relating to the decrypted game code ~~first set of operating data~~;

indicating to the gaming device to execute the decrypted game code ~~first set of operating data~~ when the information relating to the decrypted game code ~~first set of operating data~~ is authenticated; and

indicating to the gaming device not to execute the decrypted game code ~~first set of operating data~~ when the information relating to the decrypted game code ~~first set of operating data~~ is not authenticated.

41. (New) A method of operating a gaming device, the method comprising:

receiving from a remote device a plurality of blocks of executable game code associated with a plurality of jurisdictions,

wherein the blocks of code include first game code encrypted with a first key associated with a first jurisdiction, the first game code necessary to operate a first game in the first jurisdiction, and second game code encrypted with a second key associated with a second jurisdiction, the second game code necessary to operate a second game in the second jurisdiction, the second game code not recoverable with the first key and the first game code not recoverable with the second key;

receiving a private key associated with a local jurisdiction in which the gaming device is located;

wherein when the private key is the first key, and the local jurisdiction is the first jurisdiction, decrypting the first game code according to the first key to recover first decrypted game code;

wherein when the private key is the second key, and the local jurisdiction is the second jurisdiction, decrypting the second game code according to the second key to recover second decrypted game code; and

executing the first or second decrypted game code on the gaming device.

42. (New) The method of claim 41, wherein the private key is received from a memory of the gaming device.

43. (New) The method of claim 41, wherein the private key is received from a secure access module.

44. (New) The method of claim 41, wherein the private key is received from the remote device.

45. (New) A method of operating a gaming device, the method comprising:

receiving from a remote device encrypted executable code for a plurality of games, the encrypted executable code including first game code necessary to operate a game on the gaming device in a first jurisdiction, the first game code encrypted with a first key associated with the first jurisdiction, and second game code necessary to operate a game on the gaming device in a second jurisdiction, the second game code encrypted with a second key associated

with the second jurisdiction, , wherein the first game code includes a first set of operating data including at least one of first audio data or first video data for generating the game on the gaming device in the first jurisdiction, and wherein the second game code includes a second set of operating data including at least one of second audio data or second video data for generating the game on the gaming device in the second jurisdiction;

storing on the gaming device the encrypted executable code for the plurality of games;

receiving, by the gaming device from the remote device the first or second key associated with a jurisdiction;

selecting, based upon the jurisdiction, a portion of game code from the encrypted executable code for the plurality of games, wherein the portion of game code is encrypted game code necessary to operate the gaming device in the jurisdiction;

decrypting, by the gaming device, the portion of game code according to the first or second key to recover decrypted game code, including a decrypted set of operating data;

sending, by the gaming device, information relating to the decrypted game code to a remote device for authentication of the decrypted game code;

taking remedial action by the gaming device when the decrypted game code is not authenticated by the remote device, wherein the remedial action includes not allowing the decrypted game code to be executed by the gaming device;

storing the decrypted game code on the gaming device when the decrypted game code is authenticated by the remote device; and

executing the decrypted game code on the gaming device using the decrypted set of operating data when the decrypted game code is authenticated by the remote device.